Generativity

Evaluation of IO1 – the Generativity platform

Methodology

Evaluation of the Generativity platform (IO1) was done in two parts – before the platform was fully designed and after it was completed, with all its content available.

The eight members of the Project Evaluation subgroup (one from each partner) acted as the evaluators. In the part 1 (before) condition the evaluators completed a short rating scale type of questionnaire. They were asked to rate 28 different features of an OER platform in terms of the importance they felt each would be in relation to the developing Generativity platform. These features were extracted from an evaluation methodology for determining the quality of OER objects developed by the University of Illinois (http://guides.library.illinois.edu/c.php?g=246992&p=1645967). It is based on appraisal of the content, accessibility and use of the platform and is shown in Appendix 1.

A simple statistical analysis of the resultant ratings (mean and median ratings) enabled the elements to be ordered in importance for the Generativity platform. Thus, the ratings were sorted first according to the median importance rating (which divided them into those considered to be 'very important' and those considered to be 'Important'). Secondly, they were then sorted according to the mean rating (where 1.0 is the highest importance rating).

The ordered set of ratings were then delivered to the IO1 development team for their assessment and adoption in relation to the development of the platform. It was suggested that elements rated highest in importance were given special consideration as to how best the platform may accommodate their impact. A report of the platform developers' deliberations following this evaluation phase is provided in Appendix 2.

Once the platform had been completed and populated with all content (including IOs 2 and 3), the same set of evaluators were asked to rate the elements again, although this time in terms of how well they felt each element is reflected in the Generativity platform. The questionnaire for this second part is shown in Appendix 3.

Outcomes and discussion

The outcome of the two sets of analyses (parts 1 and 2) are shown in Table 1 below. For all elements, a very high proportion of evaluators clearly felt that each was represented either 'very well' or 'quite well' in the platform.

Of the 18 'very important' elements 44% also caused some evaluators to rate the outcome to be 'not very well' reflected in the platform. This figure rose to 50% of the 10 'Important' elements. Of particular note for the 'very important' elements are:

- Q6.5 Exercises are appropriate for the material and for the learners
- Q7.3 Platform helps users to apply knowledge to real world situations
- Q7.4 Platform helps users to work and learn collaboratively

These elements received a success rating of 'not very well' from more than one evaluator and thus it may be appropriate for the IO1 development team to review the platform to assess the opportunities for improvement in these (and other) areas.

This is not to suggest, of course, that the exercises, modules or videos should be revised (time and cost will not allow this). However, it may be possible to provide more effective signposting information to users about the use, value and potential effectiveness of the platform features.

Table 1: Importance and outcome success ratings of each OER element for the Generativity platform

| Element | Part 1 Importance rating | | | Part 2 Success % | | | |
	Mean	Median	Description	Very well	Quite well	Not very well	Not well at all
Q2.2 Content is understandable by target audience	1.00	1	Very Important	62.5	37.5		
Q3.1 Provision of clear instructions for use	1.11	1	Very Important	62.5	37.5		
Q2.3 Content is authoritative and appropriate to the target audience	1.22	1	Very Important	50.0	37.5	12.5	
Q2.4 Content presents main ideas clearly	1.22	1	Very Important	50.0	50.0		
Q6.3 Exercises are clearly written	1.22	1	Very Important	62.5	37.5	12.5	
Q6.5 Exercises are appropriate for the material and for the learners	1.22	1	Very Important	62.5	12.5	25.0	
Q7.3 Platform helps users to apply knowledge to real world situations	1.22	1	Very Important	37.5	37.5	25.0	
Q1.1 Alignment with the project's objectives of learning about project cycle management	1.33	1	Very Important	50.0	50.0		
Q3.2 Modules function well	1.33	1	Very Important	62.5	37.5		
Q3.4 OER is licensed for open use	1.33	1	Very Important	50.0	37.5	12.5	
Q2.1 Valid and appropriately current content	1.44	1	Very Important	62.5	37.5		
Q4.2 Assessment is aligned to content	1.44	1	Very Important	62.5	37.5		
Q5.2 Platform is inviting and encourages learning	1.44	1	Very Important	62.5	37.5		
Q6.1 Platform provides a good range of materials for learning	1.44	1	Very Important	62.5	37.5		
Q7.4 Platform helps users to work and learn collaboratively	1.44	1	Very Important	50.0	12.5	37.5	
Q4.1 Some kind of learning assessment (tests) is included	1.56	1	Very Important	75.0	25.0		
Q5.1 Platform is flexible and allows individualized learning	1.56	1	Very Important	62.5	37.5	12.5	
Q8.1 Platform conforms to accessibility guidelines for a range of potential disabilities, including sensory impairments and motor impairments.	1.56	1	Very Important	37.5	37.5	12.5	12.5
Q6.2 Platform provides good practice exercises	1.56	2	Important	62.5	37.5	12.5	
Q7.5 Platform provides users with support and direction for further study	1.56	2	Important	75.0	12.5	12.5	
Q4.4 Assessment provides a good measure of the platform's proficiency	1.67	2	Important	62.5	37.5	12.5	
Q7.1 Platform provides opportunities for critical thinking and problem solving	1.67	2	Important	62.5	12.5	25.0	
Q7.2 Platform provides good communication with users	1.67	2	Important	50.0	50.0		
Q6.4 Exercises have a variety of types and formats	1.78	2	Important	62.5	12.5	25.0	
Q2.5 Content connects associated concepts, where appropriate	1.89	2	Important	62.5	37.5		
Q4.3 Assessment measures the major concepts	1.89	2	Important	75.0	25.0		
Q3.3 Platform does not require specialized technologies	2.00	2	Important	87.5	12.5		
Q3.5 Content is adaptable or revisable	2.00	2	Important	62.5	37.5		

Appendix 1

Generativity platform evaluation Part 1

The Generativity educational platform represents the first of the project's Intellectual Outputs. It is currently being developed and is designed to provide a 'backbone' for storing and displaying all of the project's content materials, including dissemination materials, outputs from multiplier events and workshops, social media connectivity, and interactive content relating to the Project Cycle Management modules and assessment exercise and tests.

Part of the Generativity project's activities is to undertake an evaluation of this multi-faceted platform. As described in our Monitoring and Evaluation Plan this will be done in two parts using a questionnaire distributed to members of the Evaluation Group (which is composed of a representative from each project partner).

This short questionnaire represents the first part of this process and is designed to assess partners' expectations of different aspects of the platform. The second part, after the platform has been developed and is in operation, will consider partners' assessments of the platform in terms of the issues raised in this first questionnaire.

A short introduction:

The Generativity educational platform is designed to be an Open Education Resource (OER) which is a movement championed by, among others, the EU. OERs are teaching, learning, and research resources that reside in the public domain or have been released under an intellectual property license that permits their free use by others. Their characteristics are high quality presentation, stimulating and understandable content, and barrier free access (including cultural, personal and technological barriers).

The University of Illinois has developed an evaluation methodology for determining the quality of OER objects (http://guides.library.illinois.edu/c.php?g=246992&p=1645967). This is based on appraisal of the content, accessibility and use of the platform and it forms the basis of the following short questionnaire.

For each of the issues below please indicate how *important* you feel each is in relation to the Generativity educational platform.

1. Alignment to course objectives

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Alignment to the objectives of understanding project cycle management					

2. Explanation of the subject matter

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Valid and appropriately current content					
Understandable content by target audience					
Content authoritative and appropriate to the target audience (age level, language, culture, etc.)					
Content presents main ideas clearly					
Content connects associated concepts where appropriate					

3. Utility for instruction

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Provision of clear instructions for use					
Modules function well					
Platform does not require specialized technologies					
OER is licensed for open use					
Content is adaptable or revisable					

4. Quality of assessment

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Assessment is aligned to content					
Assessment measures the major concepts					
Assessment provides an effective measure of proficiency					

5. Quality of technological interactivity

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Platform is flexible and allows individualized learning					
Platform is inviting and encourages learning					

6. Quality of instructional and practice exercises

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Platform provides an effective range of material for learning					
Platform provides effective practice exercises					
Exercises are clearly written					
Exercises have variety of types and formats					
Exercises are appropriate for the intended content and learners					

7. Opportunities for deeper learning

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Platform provides opportunities for critical thinking and problem solving					
Platform communicates effectively					
Platform helps to apply knowledge to real world situations					
Platform helps users to work and learn collaboratively					
Platform provides users with support and direction for further study					

8. Accessibility

	Very important	Quite important	Neither important nor unimportant	Quite unimportant	Very unimportant
Platform conforms to accessibility guidelines for a range of potential disabilities, including sensory impairments and motor impairments.					

Appendix 2

Report from the platform developers following the first evaluation phase

The evaluation questionnaire was submitted by the project's delegates from each partner organization. The platform fully fulfilled the following indications from partner's evaluation:

Structure:

- The technicians from Diciannove built the O1 EOR Platform following the international standards of the Open Educational Resources Platform, which imply the use of open source programs and plug-ins
- It is universal, meaning it can be properly used by any device

Content:

- It offers clear instructions for use (flag icons to switch between languages, evidence boxes to get informed on the main pages, evidence buttons to link to the collaborative part and the IOs)
- They are structured into different levels:
  - comprehensive bibliography in all project languages, with direct link to main resources
  - training modules with clear titling and introduction to each specific content, each module offers the possibility to watch it online and/or to download it on personal devices
  - tutorials with clear title linking to specific use

Exercises:

- These are appropriate for the material and for the learners: each training module offers the dedicated exercise with the proper contents relating to that specific module.
- They are in multiple types and formats, including multiple choice questions, open questions and self-assessment tests
- The IT plugin offer the possibility to an immediate check of the appropriacy of the answer; wrong answers receive a direct indication to the specific training module and page to revisit the contents

Collaborative nature:

- The platform offers users the opportunity of direct contact with the project organizations and their experts

Sustainability and accessibility:

- The platform will be updated for the next five years
- The plugin with the announcement from the European Commission will evidence the available call for proposals over the extended period of five years after the project ends
- The videos and tutorials are subtitled in English and in partners' languages to favour the higher accessibility to hear-impaired people
- The modules and related notes are in a downloadable pdf format to favour the accessibility for blind and visually impaired individuals

All indications contained in the evaluation were used to produce the final output.

Appendix 3

Generativity platform evaluation Part 2

The Generativity educational platform represents the first of the project's Intellectual Outputs. It has been designed to provide a 'backbone' for storing and displaying all the project's content materials, including dissemination materials, outputs from multiplier events and workshops, social media connectivity, and interactive content relating to the Project Cycle Management modules and assessment exercise and tests.

The platform is designed to be an Open Education Resource (OER). These are teaching, learning, and research resources that reside in the public domain or have been released under an intellectual property license that permits their free use by others. Their characteristics are high quality presentation, stimulating and understandable content, and barrier free access (including cultural, personal and technological barriers).

Part of the Generativity project's activities is to undertake an evaluation of this multi-faceted platform. As described in our Monitoring and Evaluation Plan this is being done in two parts using a questionnaire distributed to members of the Evaluation Group (which is composed of a representative from each project partner).

This short questionnaire represents the second and final part of this process. It is designed to record partners' views of different aspects of the platform, in terms of the issues raised in the first questionnaire that was completed at the start of this process.

Which IO1 evaluation partner are you?

FEANTSA	❑
Danmar	❑
Diciannove	❑
PanepistimoThessalias	❑
KEA	❑
FIOpsd	❑
FNARS	❑
Cardet	❑

For each of the issues below please indicate how well you feel each feature is reflected in the final version of IO1 (the Generativity educational platform).

1. Alignment to course objectives

	Very well	Quite well	Not very well	Not at all well
Alignment to the objectives of understanding project cycle management				

2. Explanation of the subject matter

	Very well	Quite well	Not very well	Not at all well
Valid and appropriately current content				
Understandable content by target audience				
Content authoritative and appropriate to the target audience (age level, language, culture, etc.)				
Content presents main ideas clearly				
Content connects associated concepts where appropriate				

3. Utility for instruction

	Very well	Quite well	Not very well	Not at all well
Provision of clear instructions for use				
Modules function well				
Platform does not require specialized technologies				
OER is licensed for open use				
Content is adaptable or revisable				

4. Quality of assessment

	Very well	Quite well	Not very well	Not at all well
Assessment is aligned to content				
Assessment measures the major concepts				
Assessment provides an effective measure of proficiency				

5. Quality of technological interactivity

	Very well	Quite well	Not very well	Not at all well
Platform is flexible and allows individualized learning				
Platform is inviting and encourages learning				

6. Quality of instructional and practice exercises

	Very well	Quite well	Not very well	Not at all well
Platform provides an effective range of material for learning				
Platform provides effective practice exercises				
Exercises are clearly written				
Exercises have variety of types and formats				
Exercises are appropriate for the intended content and learners				

7. Opportunities for deeper learning

	Very well	Quite well	Not very well	Not at all well
Platform provides opportunities for critical thinking and problem solving				
Platform communicates effectively				
Platform helps to apply knowledge to real world situations				
Platform helps users to work and learn collaboratively				
Platform provides users with support and direction for further study				

8. Accessibility

	Very well	Quite well	Not very well	Not at all well
Platform conforms to accessibility guidelines for a range of potential disabilities, including sensory impairments and motor impairments.				